

Genertela

Board Zones

Mountain zones are like this:



Highland zones contain hill symbols like this:



Waste zones are like this:



City zones (representing potential city sites) contain various city symbols like this:



Dragonewt cities are represented by towers like this:



Fortresses (very hard to conquer) have towers like this:



Deathline Zones are marked with:



Units

Most unit markers are army units. The following unit types are exceptions:

- City units: these cannot move. They can fight but must be selected as casualties last (only when all other units have been destroyed). They provide a combat advantage to defending units and resource, support and stacking advantages too.

- Aldryami Forest units: these cannot move. They can fight but must be selected as casualties last (only when all other units have been destroyed). They provide a combat advantage to defending units.
- Giants, Dragons and the Crimson Bat: in combat get four rolls to hit. Count as four units for *Overruns*.
- Heroes, Dragon Heroes, Superheroes, Guardians, Assassins: these are all special units which are described later in the rules.

Nation Turns

Do the nation turns in the order on the turn record. Each nation turn is:

1. Resources
2. Reinforcements
3. Movement
4. Battle
5. Population Limit
6. Victory Points

Resources

Gaining Resources

The nation gets 3 resource points per zone with a City unit, 2 for each lowland, 1 for each highland and 0 for each sea, mountain or wasteland.

Exceptions:

- Nomads: Animal Nomads, Balazarings, Pentans, Praxians and Char-Un gain 1 point for each lowland or waste and 0 for highlands or mountains.
- From Turn 28 Heortlings gain 1 resource for the Praxian March.
- Uz: gain 1 point per zone of any kind.

- Mostali: gain 2 points for mountains, 1 point for highlands and 0 for any other zone.
- Dragonewts: gain 1 point per dragonewt city they possess in a zone controlled by another nation.
- Chaos Nests (initially Snakepipe Hollow and the Print) grant no resources to any nation except Chaos. They grant resources to Chaos even if there are no Chaos units there.

Spending Resources

Every 6 resource points allows the nation a new army unit to be placed in any zone controlled with no more than 1 per zone. If the counter limit has been reached no more units are allowed. The resource points for the nation max out on 5.

Exceptions:

- Aldryami may built an Aldryami Forest unit for 3 resource points. It may be placed in any lowland or highland zone they control that does not contain an Aldryami Forest.
- A nation which is allowed Cities may build a City unit for 6 resources. It may be placed in any city zone that does not contain a City unit.
- Dragonewts may place an army unit in zones containing a dragonewt city and at least one dragonewt army unit even if they don't control the zone.

Reinforcements

Any reinforcements a nation gets will be listed on their nation data card for each turn. Where they should be placed will also be listed. Reinforcements can be placed in zones occupied by enemy units unless the card states otherwise. If the nation has insufficient counters left for the reinforcements then they are not placed.

Heroes, Superheroes, Assassins, Guardians and the Crimson Bat

Collectively these are special units. They appear when listed as reinforcements. Some are listed for a single turn. They appear in the reinforcement step of their nation turn and are removed in the reinforcement step of the next nation turn. Some are listed with a *. When they are eliminated during a turn roll 1D. On a 6+ recovery roll they reappear after all combat is finished for the turn in their starting zone if it is controlled by their nation or if not in any zone their nation controls. They are lost entirely if their nation controls no zones or the roll is failed. Some are listed with a **. They are the same as * units but are not lost entirely by failing the recovery roll, they can try again in later turns. Some special units are listed on a number of turns. They act like a * unit on those turns only. Finally some units are ∞ which means they are like ** except they always reappear with no roll.

There are no recoveries allowed on Turn 40 (the last turn).

Some individuals are listed first as one type of unit then on a later turn as another type with the same name. These are separate units in all respects and will appear even if the other unit was eliminated unless the turn sequence says otherwise.

Some individuals are more than one type e.g. Dragon Hero, Guardian Assassin. These have the powers of both types.

Movement

In the movement step each nation may move any number of zones through zones that that nation controls or an allied nation controls (see *Alliances*). They may enter the zones of enemy nations but not pass through them except by using an *Overrun*. When moving a subject nation must leave at least one unit in each zone they

currently occupy i.e. subject nations are not allowed to abandon zones. Exceptions:

- Named dragonewt units may move from a zone containing a dragonewt city to another zone containing a dragonewt city passing through enemy zones unless the enemy chooses to block them. If the enemy chooses to stop them the dragonewt unit stops in the zone where the block took place. Unblocked named dragonewt units may reoccupy an empty dragonewt city in a zone controlled by another nation.
- Named dragonewts may be placed in enemy controlled zones which contain dragonewt cities. They are stacked together on the city and do not effect other units movement. Dragonewts may also occupy a zone in the same way as other units.
- Only Mostali and Uz units can enter Mountain zones except the two mountain plateaus (Blue Moon and Shadow).
- No unit may enter a sea zone. Some nations start in the Homeward Ocean. They may move out of it normally and may be listed as raiding. If so they may remain in the sea at the end of a turn.
- Assassins are not blocked by enemy units and can move to any zone with no restrictions.
- Hon-eel is not blocked by enemy units and can move to any zone with no restrictions.
- Narrow Passes -attacks (movement into enemy zones) from Eastern Rockwoods, Greatway, Top of the World and Western Rockwoods (only Uz and Mostali can attack from here anyway) into surrounding zones can contain no more than 3 units per zone moved into. E.g. an attack into Dorastor from Top of the World and Western Rockwoods can place no more than 3 units in Dorastor in total.

Overruns

To overrun a zone a nation must move at least twice as many units into the zone as there are units occupying it. Subsequent movement is then allowed through the zone.

- Units which are Assassins only don't count in any way for blocking or overruns.
- If units start as reinforcements in an enemy occupied zone then no overrun is required to move out of this zone.
- If a zone contains a city/fortress only units which are declared to be outside count towards blocking movement. Such units don't get the benefit of defending the city or fortress in the first combat round.

Stacking

After movement there can be, from a single nation, no more than 8 units in a lowland zone, 4 units in a highland zone, 4 units in a mountain zone or 4 units in a wasteland. 2 Named Dragonewt units may stack in a Dragonewt city in an enemy zone. City units and Aldryami forests don't count toward the stacking limit. Overstacked units are eliminated. Each nation can have one overstack of up to double this number.

- Units which are Assassins only don't count in any way for stacking.

Battle

A battle occurs when, after movement, the nation has units in an enemy zone. The nation whose turn it is the attacker. **Exceptions:**

- Dragonewts occupying a dragonewt city in an enemy zone can choose not to attack. If they do choose to attack they must leave one named unit to defend the city which then takes no part in the combat.

- Armies can choose not to attack dragonewts occupying a dragonewt city in a zone the dragonewts do not control.

Combat is in a series of combat phases. In each phase combat is simultaneous (i.e. units eliminated can still roll to hit in each phase). If there is more than one kind of unit in the enemy army choose which to kind to target first. Only Special Characters, Monsters and Dragon Heroes can choose to target Special Characters whilst there are any other units present. The kinds of units for this purpose are units of the same resistance which are:

- Special Characters = Superheroes, Heroes, Guardians and Assassins
- Monsters = Dragons, Giants, The Crimson Bat
- Dragon Heroes
- Standard Units

Within each category the player hit chooses which to eliminate. E.g. An army consists of a Superhero, 2 Heroes, the Crimson Bat and 4 normal units. The enemy chooses to attack Special Characters and gets 2 hits. The army can choose to lose the two Heroes and not the Superhero. It can't for example choose to lose 2 standard units as they aren't special characters. If the enemy targets monsters and gets a hit the Crimson Bat is always eliminated as it is the only monster.

Each unit rolls to hit the enemy unit on a D10. A roll of 6+ is a hit. Some units have a bonus or penalty to hit which modifies the dice throw. Some units have bonus or penalty to resist which changes the target number. These modifiers are listed on the nation's data card. The following general modifiers also apply. All modifiers are cumulative unless listed as otherwise:

- A unit, except Dragons and the Crimson Bat, defending in highland or mountain zone has +1 to resist.

- A unit, except Dragons and the Crimson Bat, defending in a zone with a City unit have +1 to resist.
- Named Dragonewts defending a Dragonewt City get +1 to resist.
- A unit, except Dragons and the Crimson Bat, defending a fortress zone has +2 to resist.
- A Dragon, Giant or the Crimson Bat rolls four dice to hit.
- A unit, except Dragons but including itself, stacked with a Hero or Superhero unit has +1 to hit. More than one Hero or Superhero in the same stack does not add an additional +1.
- A unit, except Dragons but including itself, stacked with a Guardian unit has +1 to resist. More than one Guardian in the same army does not add an additional +1.
- A Hero or Guardian unit has +1 to resist itself. For a Guardian this is in addition to the bonus to all units above for a total of +2.
- A Superhero unit has +1 to hit and +1 to resist itself in addition to the bonus to all units it provides.
- A Giant has +1 to resist.
- A Dragon or the Crimson Bat has +2 to resist.
- Assassins can use their special ability to attack an Assassin, Guardian, Hero or Superhero unit but not a Dragon Hero. When doing so it hits on a flat 6+ ignoring any bonuses to hit or resistance of any kind. In the first phase of combat if it used its Assassin ability it can only be attacked by Assassins, Guardians, Heroes and Superheroes. A unit which is only an Assassin can't attack in any other way.

A roll of 10 is always a hit and a roll of 1 is always a miss.

A unit hit is removed at the end of the phase.

At the end of each phase first the defender and then the attacker can chose to retreat. If an army retreats all mobile units of the army must move one zone to a friendly zone which is not currently under attack or if raiders back to the sea. If no such zone exist retreat is impossible. Immobile units can't retreat. **Exceptions:**

- Named dragonewt units attacking or defending in a zone containing a dragonewt city can retreat to the dragonewt city as long as it contains at least one dragonewt unit.
- Named dragonewt units can retreat to a dragonewt city in their zone even if the battle ends with no enemies in the zone.
- Assassins and Hon-eel can retreat to any zone its nation controls that is not under attack even if it is not adjacent passing through enemy units to do so.

Recovery

Certain units can be recovered if destroyed:

- Eliminated Dragonewts that have a city name on them are usually recovered at the end of all combat in a nation turn. Place them back in the dragonewt city with their name on them as long as it is occupied by dragonewts. In the following cases they don't all recover: they were defending a dragonewt city which was taken by the enemy, their city is already in enemy hands. No dragonewts are recovered if the Inhuman King is out of play. Dragonewt units without a city name don't recover.

Population Limit

The total population that a nation can have is 3 for each lowland zone and 2 for each highland zone. Each city unit adds 2 to the population limit. City units and Aldryami Forests don't count for this limit. Any units in excess of this limit are eliminated. **Exceptions:**

- Any nation which has its maximum possible supported population in a Homeland zone (e.g. 5 and a city unit in a lowland city zone, 2 in a mountain zone, 3 in a lowland zone) can have an extra 2 units in that zone without them counting towards population limits.

- Uz can support 2 units in each zone except homeland zones which support 4.
- Mostali can support 4 units for their homelands, 3 for mountains, 2 for highlands and 1 for lowlands.
- Dragonewts are allowed the 2 named population for each dragonewt city they control in a zone belonging to another nation in addition to the above.
- Pentans, Balazarings, Praxians, Animal Nomads and Chur-Un are allowed 2 population for Wastes.
- No one is allowed population for a Chaos Nest except Chaos.
- From Turn 28 Heortlings are allowed 2 population for the Praxian March.
- Units which are only Assassins don't count for population.

Victory Points

Data cards for nations list what they gain victory points for and in which turns. Points are gained at the end of the nation turn. When a VP says Kill that means eliminate the unit in that turn – it doesn't matter if they come back later. At the end of the game some points are gained for an individual being dead – it doesn't matter when this happened – just that they aren't in play. There are no recoveries after turn 40 so a unit destroyed on turn 40 won't come back. At the end of the game the player with the most points wins the game. The following exceptions apply:

- Chaos nests are not worth any VPs when held. A nation may get VPs if specifically listed for taking a Chaos Nest but not for holding it.
- Wastelands and mountain plateaus are not worth any VPs to a nation holding them unless they are either specifically named as giving VPs or give the nation holding them population growth.

Submission

Some nations are allowed to submit to other nations. Each such nation will have a submission limit on their data card. If the nation has this number of zones or fewer it may submit to any enemy nation at any time in that nation's combat phase. When submission occurs combat ends immediately. The nation submitted to is now called its overlord nation. At the end of combat any of the attacking nation's units may be withdrawn from the submitting nation's zone and placed anywhere in their own territory. The nation submitted to can no longer attack the nation that submits. During the nation turn of a submitted nation:

- The overlord may demand up to $\frac{1}{4}$ of its resources. E.g. if it gained 5 resource points the overlord may take 1. This is gained during the submitted nation's nation turn and if it results in a unit being gained it is placed immediately either before or after any units placed by the submitted nation as the overlord wishes.
- The overlord may demand up to $\frac{1}{4}$ or 1 of its units as subject troops. The submitted nation chooses which ones and must leave at least one in each zone it controls. If this makes it impossible to provide subject troops then they are not provided. Subject troops are given to the overlord nation who places them in any zone that the overlord nation controls. This is up to a $\frac{1}{4}$ in total so if the overlord already has subject troops these count towards the requirement. These units are taken at the start of the overlord's nation turn and will not be available to the submitted nation in its nation turn unless it revolts.
- Any VPs gained are halved (in total – round down) unless the submitted nation belongs to the same player as the overlord nation in which case no points are gained at all.
- The submitted nation cannot attack the overlord's units, the overlord's allies or other nations submitted to the overlord.

- The submitted nation cannot be attacked by its overlords allies and no longer counts as a member of any alliance of its own.
- The submitted nation can move through the overlord's controlled zones as though they were friendly if the overlord allows this.
- The subject nation cannot abandon any zones.
- The subject nation still counts as controlling its zones.
- A subject nation can't submit to another different nation.

During the overlord nation's turn:

- The overlord can use any subject troops as though they are its own.
- The overlord counts as controlling the subject nation's zones for movement and VP.

Revolt

At the start of a subject nation's turn it may choose to revolt. It then no longer counts as submitted and acts normally. No submission rules apply. Once revolted a nation may try to submit again to the same overlord in subsequent turns but the overlord no longer has to accept submission.

Partial Submission

Sometimes a nation can make partial submission counting some zones as submitted to another nation. If so this is listed on its data card. If a nation has made partial submission then all the rules for submission apply only to the submitted zone/s. Any others zones behave as though they are independent. Any unit attacking the overlord can't start in the submitted zone.

Submission in Dragon Pass

Any nation is allowed to make a partial submission for a Deathline Zone. Exceptions:

- Heortlings are not allowed to submit to members of the Lunar Empire at any time.
- Human nations can't submit to the Dragonewts on Turn 23 (The Dragonkill).
- Chaos never submits.

Alliances

In some turns an alliance is created consisting of several nations. The alliance will list the name of a centre for the alliance and possibly an alternatives or alternatives if this zone is not controlled by the nations of the alliance. If none of these zones are controlled by members of the alliance then the alliance does not come into being. In that turn each member of the alliance in their nation turn must:

- Not attack other members of the alliance. If an ally attempts to do so the player who is attacked may challenge the attack as against the terms of the alliance in the combat step. As allies the attacker then remains in the zone without combat. If the defender fails to challenge the attack then it proceeds as normal.
- Can move through alliance zones as though they were controlled.
- If the alliance has a nation turn then select any number of units to make available to the alliance. These are moved to the alliance centre in the movement phase instead of being used in any other way (normal movement restrictions apply). Stacking limits won't apply until the alliance nation turn.

- Members of the alliance can grant units to another member of the alliance which either goes later in the same turn or in the next turn if the alliance continues. These units are treated like subject troops.
- Any of a nation's homeland zones (listed on their nation card) which are occupied by an allied nation can be retaken without a battle simply by moving one or more of the nation's units into the zone. The allied units must be immediately moved out to one of their own zones which they can reach by the normal movement rules if this is possible. If not they may remain in allied nations zones.

Alliance Nation Turn

Some alliances get a nation turn listed after all normal nation turns. Each member of the alliance gets one vote per unit provided. Vote for which player will control the alliance units. On a tie roll as a decider. An alliance nation turn does not include a resources phase or a population phase. In its Victory Point phase all players (not nations) who provided at least one unit to the alliance get the alliance VPs. At the end of the alliance nation turn the controller of the alliance decides which nation's units leave any zone taken by the alliance. All other units go back home (and are placed by their nation's player in zones controlled by their nation).

Invasion Turn

If a nation has an invasion turn then they get an additional movement and combat phase after their first combat phase.

Emperor

At the end of each nation turn (so there can be more than one Emperor in a full turn) determine the imperial nation by looking at

control of zones north of (and not including) Top of the World, Western Rockwoods, Tarsh, Gardint, Eastern Rockwoods and Greatway. Subject nations or zones count as controlled by their overlord. Zones controlled by Uz, Aldryami, Mostali, Dragonewts and Chaos don't count and are ignored in all respects. If any nation controls more of these zones than any other they are Jenorang Emperor and gain 1 standard unit placed in a zone they control and 2 VP. If any nation also controls Raibanth, Yuthuppa, Alkoth, Darsen, Henjarl, Dara Happa and Darjin then they are Complete Emperor instead. They gain 2 standard units placed in a zone they control and 4 VP. In both case whichever nation of an alliance controls the most zones can count allied zones as though they were owned.

King of Dragon Pass

At the end of each nation turn (so there can be more than one King in a full turn) determine the nation which is King of Dragon Pass by looking at control of Deathline Zones except Snakepipe Hollow and the Print (Chaos Nests). Subject nations or zones count as controlled by their overlord. Whichever nation of an alliance controls the most zones can count allied zones as though they were owned.

Dragonewt Cities don't matter – only control of zones. If any nation controls Wintertop and at least 10 zones (all possible but 2) they are King of Dragon Pass and gain 1 standard unit placed in a zone they control and 3 VP.

Turn Sequence

Note that sometimes several peoples are joined to form a nation. In the four player game the sides are coloured: Red, Green, Blue and Yellow. Roll randomly for the first player. The first player chooses a side to bid for starting with any number of VPs. Clockwise each player can outbid him/her. Proceed with this process until each

player has one side (NB one player will get the last side for nothing). The VPs bid will be a penalty to the final VP score of that side. Note that heroes and superheroes listed in *italics* are not gained in a turn but may remain in play if they have not been eliminated.

1. Uz (Green)
2. Dragonewts (Blue)
3. Chaos (Red)
4. Veshtargos (Yellow)
5. Aramites (Red)
6. Beastmen (Yellow)
7. Heortlings (Yellow)
8. Zarkosites (Yellow)
9. Dara Happans (Red)
10. Darjinni (Yellow)
11. Talastari (Blue)
12. Aldryami (Red)
13. Pelandans (Green)
14. Mostali (Yellow)
15. Malkoni (Red)
16. Seshnegi (Green)
17. Jajalorings (Green)
18. Ditali (Red)
19. Wolf Pirates (Green)
20. Esrolians (Blue)
21. Animal Nomads (Yellow)
22. Praxians (Red)
23. Pentans (Blue)
24. Char-Un (Red)
25. Balazarings (Red)
26. EWF (Blue)
27. Alkorings (Green)
28. Rinliddi (Red)

29. Lunar Tarsh (Red)
30. Carmanians (Yellow)
31. Army of the High Council (Turns 4-5, 9)
32. Yelmite Alliance (Turn 5)
33. Unity Council Army (Turn 9)
34. Old Way Rebels (Turn 19)
35. True Golden Horde (Turn 22)

Initial Setup and Turn 1: 1st Age - The Dawn 0-50 ST.

Alliance: The Unity Council – Uz, Dragonewts, Aldryami, Mostali, Esrolians and Heortlings.

Aldryami (11/6 Aldryami Forests) - Red: 2 and an Aldryami Forest in Erigia, 2 and an Aldryami Forest in Eol, 2 and an Aldryami Forest in Rist, 1 and an Aldryami Forest in the Elder Wilds, 2 and an Aldryami Forest in Arstola, 2 and an Aldryami Forest in Longsiland.

Malkioni (3)-Red: 1 in God Forgot, 2 in Esvurela.

Aramites (2)-Red: 2 in Ivory Plinth.

Praxians (5)-Red: 1 in Praxian March, 1 in Prax, 1 in Pavis, 1 in Zola Fel, 1 in Feroda.

Chaos (4)-Red: 2 in Snakepipe Hollow, 2 in Print.

Rinliddi (4)-Red: 2 in Rinliddi, 2 in Dinzizi.

Dara Happans (4/5 Killmen/1 City)-Red: 5 Killmen and a City in Alkoth, 1 in Henjarl, 1 in Dara Happa, 2 in Raibanth.

Ditali (4)-Red: 2 in Ditali, 1 in Solanthi, 1 in Wenelia.

Balazarings (2)-Red: 1 in Balazar, 1 in Dog Plains.

Uz (23/1 Guardian) -Green: 7 and the Only Old One (Guardian)* on the Shadow Plateau, 2 in Storn, 2 in Beast Valley, 2 in Kitori, 4 in Yolp Mountains, 2 in Dagori Inkarth, 2 in Shadow's Dance, 2 on Blue Moon Plateau. The Only Old One can only reappear on the Shadow Plateau and only if it is controlled by the Uz.

Jajalorings (5)-Green: 2 in Saird, 3 in Vanch.

Pelandans (11)-Green: 2 in Pelanda, 2 in Darsen, 2 in Naveria, 1 in Carmania, 1 in Jhor, 1 in Spol, 1 in Worrian, 1 in Bindle.

Mostali (17/1 Hero) -Yellow: Isidilian (Guardian)** in Dwarf Run, 3 in Jord, 3 in Imther Mountains, 2 in Imther, 3 in Greatway, 3 in Eastern Rockwoods,

2 in Gemborg. Isidiliain can only reappear at Dwarf Run and can do so even if it occupied by another nation.

Heortlings (16) -Yellow: 3 in Gardint, 1 in Holay, 3 in Tarsh, 2 in Grazelands, 1 in Wintertop, 2 in Orenaria, 2 in Sartar, 2 in Heortland.

Veshtargos (7)-Yellow: 1 in Thunder Delta, 1 in Birin, 1 in Koror, 1 in Althil, 1 in Yuthuppa, 1 in Ashrill, 1 in Thrice Blessed.

Darjinni (4)-Yellow: 2 in Darjin, 1 in Esvithil, 1 in Dara-Ni.

Zarkosites (3)-Yellow: 1 in Tork, 1 in Garsting, 1 in Jarst.

Dragonewts (1 Hero/16) -Blue: Inhuman King (Hero)** and 2 (Named) in Dragon's Eye, 2 (Named) in each other Dragonewt City (only not control). Inhuman king can reappear in any Dragonewt City.

Esrolians (11)-Blue: 1 in Caladraland, 3 in North Esrolia, 3 in South Esrolia, 1 in North March, 1 in Karse, 2 in Leftarm Islands.

Talastari (9)-Blue: 1 in Lingstingland, 2 in Lakrene, 2 in Sylila, 1 in Talastar, 1 in Vasdingland, 1 in Bilini, 1 in Aggar.

Pentans (11)-Blue: 1 in Pent, 1 in Jarasan, 2 in Redlands, 1 in Ezarcos, 1 in Oraya, 1 in Kashis, 1 in Velthil, 1 in Kostaddi, 1 in Sanken, 1 in Terrir.

Turn 2: World Council of Friends 50-100 ST

Alliance: World Council of Friends – Uz, Dragonewts, Aldryami, Mostali, Esrolians, Heortlings, Aramites, Talastari, Malkoni.

Pentans: 6 in Pent.

Dara Happans: Vurnostum (Hero) and 2 in Raibanth.

Praxians: 3 in Wastelands.

Chaos: 3 in the Print, 3 in Snakepipe Hollow.

Talastari: 3 in Talastar.

Turn 3: Great Council 100-150 ST

Victory Points

Alliance: World Council of Friends – Uz, Dragonewts, Aldryami, Mostali, Esrolians, Heortlings, Aramites, Talastari, Malkoni.

Dara Happans: Vurnostum (Hero)

Praxians: 3 in Wastelands.

Chaos: 2 in the Print, 3 in Snakepipe Hollow.

Talastari: 3 in Talastar.

Veshargos: 4 in Thunder Delta.

Balazarings: 2 in Balazar.

Turn 4: Army of the High Council 150-200 ST

Alliance: World Council of Friends – Uz, Dragonewts, Aldryami, Mostali, Esrolians, Heortlings, Aramites, Talastari, Malkoni.

Alliance: Army of the High Council. Turn. Centre Dorastor. – Uz, Heortlings, Talastari, Mostali.

Uz: Lord Demon of Death (Hero) in Kitor.

Praxians: 2 in Wastelands.

Chaos: 2 in the Print, 2 in Snakepipe Hollow.

Rinliddi: Lord Bright Eagle (Hero) and 3 in Rinliddi.

Jajalorings: 3 in Saird.

Darjinni: 2 in Darjin.

Turn 5: Reascent of Yelm 200-250 ST

Alliance: World Council of Friends – Uz, Dragonewts, Aldryami, Mostali, Esrolians, Heortlings, Aramites, Talastari, Malkoni.

Alliance: Army of the High Council. Turn. Centre Dorastor. – Uz, Heortlings, Talastari, Mostali.

Alliance: Yelmite Alliance. Turn. Centre Raibanth. – Dara Happa, Rinliddi.

Uz: *Lord Demon of Death* in Kitor.

Praxians: 2 in Wastelands.

Chaos: 2 in the Print, 2 in Snakepipe Hollow.

Rinliddi: *Lord Bright Eagle (Hero)*, 4 in Rinliddi.

Dara Happans: Khordavu (Hero) in Raibanth, 3 in Raibanth, 3 in Yuthuppa, 3 and 3 Killmen in Alkoth.

Aldryami: 6 in Rist.

Turn 6: Forest Expansion 250-300 ST

Victory Points

Alliance: World Council of Friends – Uz, Dragonewts, Aldryami, Mostali, Esrolians, Heortlings, Aramites, Talastari, Malkoni.

Aldryami: 6 in Rist, 6 in Elder Wilds.

Praxians: 3 in Wastelands.

Chaos: 2 in the Print, 2 in Snakepipe Hollow.

Ditali: 3 in Solanthe.

Darjinni: 3 in Darjin.

Balazarings: 2 in Balazar.

Dara Happans: *Khordavu (Hero)*

Turn 7: Rise of Lokamayadon 300-350 ST

Alliance: World Council of Friends – Uz, Dragonewts, Aldryami, Mostali, Esrolians, Heortlings, Aramites, Talastari, Malkoni.

Praxians: 3 in Wastelands.

Chaos: 2 in the Print, 3 in Snakepipe Hollow.

Ditali: 3 in Solanthe.

Talastari: Lokamayadon (Hero) in Dorastor.

Rinliddi: Palangio Iron Vrok (Hero) in Rinliddi, 3 in Rinliddi.

Zarkosites: 3 in Tork.

Turn 8: The God Project 350-400 ST

Alliance: High Council - Aldryami, Talastari, Dara Happans, Rinliddi, Mostali.

Alliance: High Council Army. Turn – Centre Dorastor –Aldryami, Talastari, Dara Happans, Rinliddi, Mostali. Invasion Turn.

Alliance: Unity Council - Uz, Heortlings, Dragonewts, Aramites, Esrolians, Malkoni.

Alliance: Unity Council Army. Turn - Centre Tarsh – Uz, Heortlings, Aramites.

Praxians: 2 in Wastelands, 6 on Hungry Plateau.

Chaos: 2 in the Print, 2 in Snakepipe Hollow.

Talastari: Lokamayadon (Superhero) in Dorastor, 4 in Dorastor, Invasion Turn.

Rinliddi: Palangio Iron Vrok (Superhero) in Rinliddi, 3 in Rinliddi Invasion Turn.

Dara Happans: 4 in Raibanth, Invasion Turn.

Heortlings: Garindath (Hero) and 4 in Sartar.

Aramites: Swine Dezar (Hero) and 2 in Ivory Plinth. Must send Swine Dezar and 1 to the Unity Council Army.

Uz: Lord Kitor (Hero) in Kitori.

Mostali: must send 2 to the High Council Army.

Pelandans: Zexiderus (Hero) and 3 in Pelanda.

Turn 9: The Gbaji War 400-450 ST

Victory Points

Alliance: High Council - Aldryami, Talastari, Dara Happans, Rinliddi, Mostali.

Alliance: Arkat's Empire - Uz, Heortlings, Esrolians, Dragonewts.

Uz: Arkat (Superhero) and 18 in Solinithi, Kwaratch Kang (Hero) and 4 in Dagori Inkarth, *Lord Kitor (Hero) in Kitori*. Invasion Turn.

Praxians: 2 in Wastelands.

Chaos: 2 in the Print, 2 in Snakepipe Hollow. If Uz or Heortlings take Dorastor any time in this turn place great Chaos Nest there.

Talastari: *Lokamayadon (Superhero)* in Dorastor.

Rinliddi: *Palangio Iron Vrok (Superhero)* in Rinliddi.

Heortlings: *Garindath (Hero)*, Vardan (Hero), Harmast (Superhero) and 9 in Sartar. Invasion Turn.

Balazarings: 2 in Balazar.

Aldryami: Taris Sharpthorn (Hero) and 1 in Rist.

Aramites: *Swine Dezar (Hero)*

Pelandans: *Zexiderus (Hero)*

Turn 10: Solar Empire Revolts 450-500 ST

Alliance: Solar Empire – Dara Happa, Rinliddi

If Talastari control Dorastor Alliance: High Council - Aldryami, Talastari, Dara Happans, Rinliddi.

Alliance: Arkat's Empire - Uz, Heortlings, Esrolians, Dragonewts.

Uz: 8 in Solinithi, *Arkat (Superhero)* unless Dorastor fell in Turn 9. *Kwaratch Kang (Hero)*. Invasion Turn.

Chaos: 3 in the Print, 3 in Snakepipe Hollow. If Uz or Heortlings take Dorastor any time in this turn place great Chaos Nest there. If Great Chaos Nest is in play at start of Chaos Turn then 6 in great Chaos Nest.

Dara Happa: 9 in Raibanth. Invasion Turn.

Pentans: 3 in Pent.

Ditali: 3 in Ditali.

Praxians: 2 in Wastelands.

Jajalorings: 3 in Saird.

Pelandans: 3 in Pelanda.

Rinliddi: *Palangio Iron Vrok (Superhero)* unless Dorastor fell on Turn 9.

Talastari: *Lokamayadon (Superhero)* unless Dorastor fell on Turn 9.

Aldryami: *Taris Sharpthorn (Hero)* in Rist.

Heortlings: Vardan (Hero), Harmast (Superhero).

Turn 11: Woodmen Army 500-550 ST

If Talastari control Dorastor Alliance: High Council - Aldryami, Talastari, Dara Happans, Rinliddi.

Alliance: Solar Empire – Dara Happa, Rinliddi.

Uz: 9 in Naveria.

Chaos: 2 in the Print, 2 in Snakepipe Hollow. If Great Chaos Nest is not in play at start of Chaos Turn choose an Uz controlled region north of Tarsh which becomes the great Chaos Nest – all other units are removed and has 6. Ignore any reinforcement in that zone except Chaos.

Aldryami: 12 in Rist. Invasion Turn.

Turn 12: Wyrms Friends 550-600 ST

Victory Points

If Talastari control Dorastor Alliance: High Council - Aldryami, Talastari, Dara Happans, Rinliddi.

Alliance: Solar Empire – Dara Happa, Rinliddi

Empire of the Wyrms Friends: EWF and Dragonewts.

EWF (Blue): Vistikos Left-Eye (Guardian) and 6 in Storn.is

Heortlings: Hardros (Hero) and 5 in Heortland.

Dara Happans: Casatokum (Hero) and 6 in Raibanth. Invasion Turn.

Darjinni: 2 in Darjin.

Turn 13: Domanand Resistance, Pure Horse and God Learners 600-650 ST

Empire of the Wyrms Friends: EWF and Dragonewts.

EWf: *Vistikos Left-Eye (Hero)*, *Obduran the Flyer (Hero)*, 12 in Storn. Invasion Turn.

Heartlings: *Hardros (Hero)*, 6 in Sartar. If occupy Hoday at end of nation turn add a city and 2 units there.

Aldryami: 6 in Eol. Invasion Turn.

Pentans: 12 in the Wastelands. Invasion Turn.

Dara Happans: *Casatokum (Hero)*

Turn 14: Spolite Empire 650-700 ST

Empire of the Wyrms Friends: EWf and Dragonewts.

Spolites: Pelandans and Uz.

EWf: *Obduran the Flyer (Hero)*, 6 in Storn.

Pelandans: *Vesturdu (Hero)* and 12 in Spol. Invasion Turn.

Uz: 4 in Blue Moon Plateau.

Jajalorings: 3 in Saird.

Zarkosites: 3 in Tork.

Aldryami: 4 in Arstola.

Turn 15: God Learners Arrive 700-750 ST

Victory Points

Empire of the Wyrms Friends: EWf and Dragonewts.

Spolites: Pelandans and Uz.

EWf: *Obduran the Flyer (Dragon Hero)*, *Isandrang (Hero)* in Storn.

Pelandans: *Vesturdu (Hero)*, *Agadelos (Hero)* and 3 in Spol.

Darjinni: 4 in Darjin.

Pentans: *Dijaar (Hero)* and 10 in Balazar. Invasion Turn.

Balazarings: 4 in Balazar.

Dara Happa: 4 in Raibanth.

Malkioni: 9 in the Homeward Ocean.

Uz: *Cragspider (Hero)* and 3 in Dagori Inkarth*

Mostali: 3 in Gemborg.

Turn 16: The Middle Sea Empire and Carmanian Invasion 750-800 ST

Empire of the Wyrms Friends: EWF and Dragonewts.

Spolites: Pelandans and Uz.

EWF: *Isandrang (Dragon Hero)* in Storn.

Pelandans: *Agadelos (Hero)*, *Aegrastus (Hero)* and 3 in Spol.

Dara Happa: *Elmexdros (Hero)* and 6 in Raibanth. Invasion Turn.

Malkioni: 9 in the Homeward Ocean.

Carmanians (Yellow): *Syranthir (Hero)* and 15 in Charg. Invasion Turn.

Heortlings: *Orlmandan (Hero)* and 3 in Heortland.

Pentans: *Dijaar (Hero)*.

Turn 17: EWF Expansion 800-850 ST

Empire of the Wyrms Friends: EWF and Dragonewts.

Spolites: Pelandans and Uz.

EWF: *Isandrang (Dragon Hero)* and Lord Great Burin (Dragon Hero) in Storn. Pavis (Hero), *Varajiiia Nopor (Hero)*, 1 Giant and 4 in Pavis. Invasion Turn.

Pelandans: *Aegrastus (Hero)*, *Glautoros (Hero)* and 3 in Spol.

Animal Nomads (Yellow): *Waha (Hero)*, 1 Giant and 9 in Wastelands. Invasion Turn.

Praxians: 3 in Hungry Plateau.

Darjinni: 3 in Darjin.

Malkioni: 9 in Wenelia. Invasion Turn.

Carmanians: *Syranthir (Hero)*, *Carmanos (Hero)* and 6 in Charg.

Chaos: *Ralzakark (Hero)** and 6 in Great Chaos Nest.

Dara Happa: *Elmexdros (Hero)*.

Heortlings: *Orlmandan (Hero)*.

Turn 18: The Golden Dragon Emperor 850-900 ST

Victory Points

Empire of the Wyrms Friends: EWF and Dragonewts.

Spolite Alliance: Pelandans and Uz.

EWF: *Isandrang (Dragon Hero)* and Lord Great Burin (Dragon Hero) in Storn. *Pavis (Hero)*, *Varajiiia Nopor (Hero)*. Golden Dragon Emperor (Dragon Hero) in Sylila or Terarir if EWF hold either. Remove the Giant and if it is in Pavis replace with a city if there is no city present. Invasion Turn.

Alkorings (Green): Alkoring (Hero) and 9 in Brolia. Invasion Turn.

Aldryami: Fogarth Toothaxe (Hero) and 4 in Elder Wilds.

Uz: Giant and 6 in Shadows Dance.

Malkioni: Zistor (Hero)* and 4 in God Forgot. Place City Unit in God Forgot if there isn't one there already. Zistor cannot leave God Forgot.

Veshtorgas: Five Stones (Hero) and 3 in Eol.

Animal Nomads: *Waha (Hero)*.

Pelandans: *Glautoros (Hero)*.

Carmanians: *Carmanos (Hero)*.

Turn 19: Dara Happa Rises 900-950 ST

Old Way Rebels: Dara Happans, Praxians, Carmanians, Alkorings. Centre: Aggar.

EWF: *Golden Dragon Emperor (Dragon Hero)* in Raibanth if EWF hold it, Varankol (Hero) in Storn.

Alkorings: Alkoring (Superhero) and 9 in Aggar. Invasion Turn.

Dara Happans: Karvanyar (Hero) and 9 in Raibanth. Invasion Turn.

Rinliddi: 4 in Rindliddi.

Praxians: 3 in Hungry Plateau.

Heortlings: 6 in Heortland.

Carmanians: Nadar (Hero) and 9 in Carmania. Invasion Turn.

Animal Nomads: Jaldon (Hero) and 9 in the Wastelands. Invasion Turn.

Talastari: Iddi (Hero) and 3 in Talastar.

Jajalorings: 3 in Saird.

Aldryami: *Fogarth Toothaxe (Hero)* in Elder Wilds.

Veshtorgas: *Five Stones (Hero)*.

Mostali: 3 in Imther Mountains.

Ditali: 3 in Ditali.

Turn 20: EWF Wars 950-1000 ST

Aldryami: Tobasta (Assassin) in Rist. Must attack Alkoring if possible.

EWF: *Varankol (Hero)*, *Golden Dragon Emperor (Dragon Hero)* in Raibanth if EWF hold it.

Alkorings: *Alkoring (Superhero)*, 6 in Holay.

Talastari: *Iddi (Hero)*.

Jajalorings: *Verenmars (Hero)* and 4 in Saird.

Animal Nomads: *Jaldon (Hero)*.

Dara Happans: *Karvanyar (Hero)*

Carmanians: *Nadar (Hero)*.

Praxians: 3 in the Wastelands.

Turn 21: Dragonewt Betrayal 1000-1050 ST

Victory Points

Aldryami: *Tobasta (Assassin)* if *Alkoring* still alive. Must attack *Alkoring* if possible.

Alkorings: *Alkoring (Superhero)*

EWF: *Golden Dragon Emperor (Dragon Hero)* in Raibanth if EWF hold it. At then end of the EWF turn remove all Dragon and Dragon Hero units.

Remove all EWF units in Tarsh, Grazelands, Fer, Wintertop, Beast Valley, Ivory Plinth, Far Place, Sartar, Kitori, Heortland and Esvulerela.

Rinliddi: 6 in Rinliddi.

Zarkosites: 3 in Tork.

Balazaring: 3 in Balazar.

Uz: 9 in Dagori Inkarth.

Veshorgas: 2 in Thrice Blessed.

Carmanians: *Pagadash (Hero)* in Carmania.

Jajalorings: *Verenmars (Hero)*.

Turn 22: The True Golden Horde 1050-1100 ST

True Golden Horde: Carmanians, Dara Happans, Rinliddi, Alkorings. Centre Orenaria. Invasion Turn. Must all move to Deathline Zones. No return home at the end of the turn. All True Golden Horde units remain in place and together at the end of the turn.

Carmanians: *Pagadash (Hero)*, 4 in Carmania.

Dara Happans: 4 in Raibanth.

Rinliddi: 4 in Rinliddi.

Alkorings: 4 in Orenaria.

Esrolians: Darimarja (Guardian) and 4 in North Esrolia, Umamera Heartpiercer (Hero) and 4 in South Esrolia.

Turn 23: The Dragonkill 1100-1150 ST

True Golden Horde: Carmanians, Dara Happans, Rinliddi, Alkorings. Alliance ends at the end of the Dragonewt nation turn and all surviving units return home.

No human units may move into Deathline zones.

Dragonewts: 20 Dragons in the Dragon's Eye. Dragon units can only be used to attack human units in Deathline zones. All zones containing human units (even those belonging to the Dragonewt player) must be attacked with at least one dragon. Non-human units are Uz, Aldryami, Mostali, Dragonewt, Chaos, Beastmen and Aramites.

Chaos: 9 in Great Chaos Nest, 7 in Print. Invasion Turn.

Heortlings: 3 in Heortland.

Jajalorings: 4 in Saird.

Carmanians: Shahtavar (Hero) in Carmania.

Esrolians: *Darimarja (Guardian), Umamera Heartpiercer (Hero).*

Turn 24: Carmanian March 1150-1200 ST

Victory Points

No human units may move into Deathline zones.

Chaos: 2 in the Print.

Heortlings: 2 in Heortland.

Carmanians: *Shahtavar (Hero), 12 in Carmania. Invasion Turn.*

Pentans: 8 in Pent.

Dragonewts: remove all Dragons.

Ditali: Longsi (Hero) and 3 in Longsiland.

Aramites: Karastand Half troll (Hero) and 3 at Ivory Plinth.

Beastmen (Yellow): Ironhoof (Hero)** and 3 in Beast Valley.

Aldryami: 4 in Far Place.

Mostali: 4 in Dwarf Run.

Uz: 2 in Dagori Inkarth.

Animal Nomads: 2 in the Wastelands.

Turn 25: Birth of the Red Goddess 1200-1225 ST

No human units may move into Deathline zones.

Lunar Empire: Rinliddi, Dara Happans, Char-Un

Rinliddi: Teelo Estara (Hero), Yanafal Tarnils (Hero), Queen Deezola (Guardian), Irripi Ontor (Hero) and 6 in Rinliddi. Invasion Turn.

Pentans: 6 in Oraya.

Char-Un (Red): After the Pentan nation has done reinforcements and resources Char-Un player chooses up to 10 Pentan units north of Tarsh to swap for Char-Un.

Dara Happa: Yelmgatha (Hero) and 6 in Kostaddi. Invasion Turn.

Carmanians: Mahedres (Hero) in Carmania. At end of Nation Turn Yanistar (Hero) and Harash (Hero) in Carmania.

Uz: Varmargic (Hero) and 6 in Dagori Inkarth. Invasion Turn.

Pelandans: 3 in Spol.

Ditali: *Longsi (Hero)*. 3 in Longsiland.

Praxians: 3 in the Wastelands.

Turn 26: Rise of the Red Moon 1225-1250 ST

Lunar Empire: Rinliddi, Dara Happans, Char-Un.

Anti-Troll Alliance: Dragonewts and Aldryami.

No human units may move into Deathline zones.

Uz: Varmargic (Hero), Gerak Kag (Hero) and 7 in Shadow's Dance.

Rinliddi: Teelo Imara (Superhero), Yanafal Tarnils (Superhero), *Queen Deezola (Guardian)*, *Irripi Ontor (Hero)*, Kana Poor (Hero) and Crimson Bat ∞ in Rinliddi. Invasion Turn. At end of the whole turn remove none Rinliddi units from Silver Shadow and place the Red Emperor (Superhero)**, Twin Stars (Hero)**, 2 Units and a City Unit instead. Remove Teelo Imara, Yanfal Tarnils, Queen Deezola and Irripi Ontor.

Dara Happa: *Yelmgatha (Hero)*.

Aldryami: 3 in Arstola.

Carmanians: *Mahedres (Hero)*, *Yanistar (Hero)*, *Harash (Hero)*.

Char-Un: Panishi (Hero) in any Char-Un controlled zone.

EWF: Balastor (Hero) and 1 in Pavis.

Beastmen: 3 in Beast Valley if Beast Men don't hold it.

Praxians: 3 in Hungry Plateau.

Turn 27: Janissor's Rebellion 1250-1300 ST (1/3 – 1/53)

Victory Points

Lunar Empire: Rinliddi, Char-Un, Praxians.

No human units may move into Deathline zones except Pentans into Grazelands.

Chaos: Mad Sultan (Hero)* and 4 in Tork. 4 in Great Chaos Nest.

Rinliddi: *Kana Poor (Hero)*, Hwarim Dalthippa (Hero) and 6 in Silver Shadow. Invasion Turn. At the start of nation turn choose a zone containing an Aldryami Forest and completely south of Silver Shadow and north of Tarsh. Remove the forest and any Aldryami units. Replace the forest and each unit with a Rinliddi unit.

Animal Nomads: Bimabwe (Hero) and 4 in Wasteland.

Pentans: can move or retreat from Prax or Praxian March to Grazelands but can still not enter other Deathline Zones.

Dara Happa: Automatically submits this turn to the Alkorings regardless of the number of zones the nation controls and provides subject troops and resources. This submission doesn't affect VPs.

Alkorings: Jannisor (Hero) and 8 in Imther. Invasion Turn.

Uz: *Gerak Kag (Hero)*, Giant in Balazar.

Darjinni: Butterfly Princess (Guardian) and 3 in Darjin.

Chur-Un: *Panishi (Hero) in any Char-Un controlled zone.* At the start of nation turn choose a lowland zone containing an Aldryami Forest and completely north of Silver Shadow. Remove the forest and any Aldryami units. Replace the forest and each unit with two Chur-Un units.

EWF: *Balastor (Hero).*

Aramites: 3 in Ivory Plinth.

Turn 28: The Conquering Daughter 1300-1350 ST (1/53 – 2/49)

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans.

Heortlings: Colymar (Hero) and 4 in Heortland. Treat Praxian March as though they are nomads.

Dara Happa: Automatically unsubmitted to the Alkorings.

Veshtorgas: 2 in Thrice Blessed.

Rinliddi: *Kana Poor (Hero)* in Silver Shadow, Hwarim Dalthippa (Superhero) and 5 in Syllila.

Alkorings: *Jannisor (Hero)*, Gwythar Longwise (Hero) and 8 in Holay, Arim (Hero) and 4 in Orenaria.

Esrolians: Belintar (Guardian Assassin)* in the Homeward Ocean.

Uz: 3 in Yolp.

Darjinni: *Butterfly Princess (Guardian)* and 3 in Darjin.

Animal Nomads: *Bimabwe (Hero)*.

Pentans: 2 in Grazelands.

Turn 29: Sheng Seleris 1350-1400 ST (2/49 – 3/45)

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas.

Alkorings: No Print (Assassin) in Holay, *Arim (Hero)* in Tarsh.

Heortlings: 4 in Sartar. Treat Praxian March as though they are nomads.

Rinliddi: *Hwarim Dalthippa (Superhero)* in Syllila, Yara Aranis (Hero) in Silver Shadow, Deneskerva (Guardian) in Darsen**.

Alkorings: *Gwythar Longwise (Hero)*, Twins (Hero) and 6 in Tarsh if Alkorings control it.

Pentans: Sheng Seleris (Superhero) and 18 in Pent. Invasion Turn.

Pelandans: 2 in Spol.

Uz: Bina Bang (Guardian) and 3 in Blue Moon Plateau.

Beastmen: 3 in Beast Valley if Beast Men don't hold it.

Praxians: 3 in the Wastelands.

Turn 30: The Reaching Moon 1400-1450 ST (3/45 – 4/41)

Victory Points

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas.

Heortlings: Treat Praxian March as though they are nomads.

Rinliddi: Yara Aranis (Superhero) in Silver Shadow, *Hwarim Dalthippa* (Superhero) in Sylila. From this turn on can build Temples of the Reaching Moon.

Pentans: *Sheng Seleris* (Superhero) and 4 in Pent.

Chaos: 6 in Tork, 6 in Great Chaos Nest.

Alkorings: *Twins* (Hero), 6 in Tarsh if Alkorings control it.

Uz: *Bina Bang* (Guardian) in *Blue Moon Plateau*, *Pikat Yaraboom* (Hero)* in *Dagori Inkarth*.

Talastari: *Arkal* (Hero) and 2 in *Bilini*.

Turn 31: The Age of Hon-eel 1450-1500 ST (4/41 – 5/37)

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Lunar Tarsh.

Heortlings: *Sartar* (Hero) in *Sartar*, 3 in *Pavis*. This turn Heortlings can build City Units in *Sartar* and *Far Place*. Treat Praxian March as though they are nomads.

Rinliddi: *Aronius* (Hero) and 8 in *Carmania*, *Hon-eel* (Guardian with Assassin movement) in *Doblian*. Invasion Turn. Alkoring Conversion: in the combat phase if *Hon-eel* is in an Alkoring zone replace up to 8 Alkoring units in that and adjacent zones with Lunar Tarsh units.

Pentans: *Sheng Seleris* (Superhero) in Pent.

Chaos: 4 in *Snakepipe Hollow*.

Talastari: *Arkal* (Hero).

Turn 32: The Night of Horrors 1500-1550 ST (5/37 – 6/42)

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Malkioni, Lunar Tarsh.

Heortlings: *Sartar (Hero) in Sartar*. This turn Heortlings can build City Units in Sartar and Far Place. Treat Praxian March as though they are nomads.

Rinliddi: 6 in Silver Shadow, *Hon-eel (Guardian with Assassin Movement)*.

Pentans: 12 in Pent.

Malkioni: Sir Ethilrist* and 2 in Redlands – appear as Lunar Empire allied troops in Lunar turn.

Balazarings: 2 in Balazar.

Alkorings: Palashee Longaxe (Hero) and 6 in Wintertop.

Beastmen: 3 in Beast Valley if Beast Men don't hold it.

Aramites: 2 in Ivory Plinth.

Animal Nomads: 2 in the Wastelands.

Turn 33: Tarsh Civil War 1550-1600 ST (6/42 -7/38)

Victory Points

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Malkioni, Lunar Tarsh.

Alkorings: *Palashee Longaxe (Hero)*.

Lunar Tarsh: Phargentas (Hero) and 6 in Orenaria.

Heortlings: Treat Praxian March as though they are nomads.

Rinliddi: 6 in Silver Shadow, 4 in Holay, *Hon-eel (Guardian with Assassin Movement)*, Jar-eel (Hero) in Silver Shadow.

Chaos: 4 in Great Chaos Nest, 4 in Tork.

Praxians: 3 in the Wastelands.

Turn 34: War in Sartar 1600-1612 ST (7/38 - 7/50)

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Malkioni, Lunar Tarsh, Aramites, Pentans.

Heortlings: Household of Death (Hero) in Sartar, Treat Praxian March as though they are nomads. Dragon in Sartar – cannot move.

Lunar Tarsh: Fazzur (Hero) and 6 in Tarsh. Invasion Turn.

Rinliddi: Jar-eel (Superhero Assassin. Special units destroyed by Jar-eel don't recover)* in Silver Shadow.

Aramites: 2 at Ivory Plinth.

Ditali: 4 in Solinthi.

Praxians: 4 on Hungry Plateau.

Wolf Pirates (Green): 6 in Homeward Ocean.

Pentans: 2 in Grazelands.

Chaos: Wowander (Hero) and 4 in Great Chaos Nest.

Praxians: 3 in Hungry Plateau.

Turn 35: Starbrow's Rebellion and War in the Holy Country 1613-1623 ST

Anti-Lunar Alliance: Wolf Pirates, Heortlings, Animal Nomads.

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Lunar Tarsh, Aramites.

Heortlings: Kalyr (Hero) and 4 in Sartar, Broyan (Hero) and 4 in Heortland.

Treat Praxian March as though they are nomads.

Alkorings: Aelwrin (Hero) and 6 in Oraya.

Seshnegi (Green): Rikard (Hero) and 4 in Esvurella.

Ditali: Greymane (Hero), 6 in Solinthi. Invasion Turn.

Wolf Pirates: Harrek the Berserk (Superhero)*, Gunda the Guilty (Hero) and 8 in Homeward Ocean. Invasion Turn. At end of nation turn lend any units wished to Heortlings for use in the next Heortling Nation Turn as part of the Anti-Lunar Alliance.

Dara Happans: Tatius (Hero)*, Enerian Scarlet (Guardian)*.

Chaos: Queen of the Jab (Hero) and 4 in the Print.

Lunar Tarsh: *Fazzur (Hero)*. At the start of the Esrolian turn if Belintar is not in play replace up to 4 Esrolian units with Lunar Tarsh units. Invasion Turn.

Rinliddi: If Jar-eel is in a battle where Aelwrin (Alkoring unit) is destroyed immediately replace it with the Aelwrin (Hero)* Rinliddi unit.

Ditali: *Greymane (Hero)*.

Beastmen: 3 in Beast Valley if Beast Men don't hold it.

Turn 36: The Dragonrise 1624-1637 ST

Victory Points

Anti-Lunar Alliance: Wolf Pirates, Heortlings, Animal Nomads.

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Lunar Tarsh, Aramites.

Heortlings: *Kalyr (Hero), Broyan (Hero), Gareth (Hero)* and 4 in North Esrolia, *Janar (Hero), Loricon (Hero), 4* and Dragon in Sartar, *Ennostar (Hero)* in Pavis. Treat Praxian March as though they are nomads. If the Wolf Pirates have already taken the City of Wonders remove Broyan at the end of the Heortling Nation turn. If they take it this turn immediately remove Broyan. Invasion Turn.

Wolf Pirates: 4 in the Homeward Ocean. *Gunda the Guilty (Hero)*. Leave the Anti-Lunar Alliance at the start of their nation turn. Can retrieve units from Heortling areas unblocked.

Animal Nomads: *White Bull (Hero)* and 6 in Wastelands. Invasion Turn.

Seshnegi: 2 in Esvurella, *Rikard (Hero)*.

Alkorings: *Aelwrin (Hero)*.

Talastari: *Hahlgrim (Hero)* and 4 in Billini.

Ditali: *Greymane (Hero)*.

Turn 37: Prince Argrath and the Lunar Counterattack 1637-1650 ST

Anti-Lunar Alliance: Heortlings, Animal Nomads.

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Lunar Tarsh, Aramites.

Heortlings: 6 in Sartar. *Kalyr (Hero), Broyan (Hero), Gareth (Hero), Janar (Hero), Loricon (Hero), Ennostar (Hero)*. Select any of the Heortling heroes which are already in play to replace with Argrath (Superhero)*. Treat Praxian March as though they are nomads. Invasion Turn. If Heortlings take or hold Tarsh immediately gain Annstad (Hero) in Tarsh.

Animal Nomads: *White Bull (Hero), Jaldon (Hero)* and 4 in Wastelands.

Seshnegi: 2 in Esvurella, *Rikard (Hero)*.

Chaos: *Oddi (Hero)* and 6 in Great Chaos Nest.

Alkorings: *Aelwrin (Hero)*. *Twins (Hero)** in Wintertop if the Alkorings hold it.

Rinliddi: Invasion Turn.

Wolf Pirates: *Gunda the Guilty (Hero)*.

Ditali: *Greymane (Hero)*

Turn 38: Hero Wars 1650-1675 ST

Anti-Lunar Alliance: Heortlings, Animal Nomads.

Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Lunar Tarsh, Aramites, Aldryami.

Heortlings: *Kalyr (Hero), Broyan (Hero), Gareth (Hero), Janar (Hero), Loricon (Hero), Ennostar (Hero), Annstad (Hero)*, Giant and Dragon in Sartar. Treat Praxian March as though they are nomads. Invasion Turn.

Animal Nomads: *White Bull (Hero), Jaldon (Hero)*.

Talastari: Oddi (Hero) and 4 in Billini.

Rinliddi: Invasion Turn.

Lunar Tarsh: Phargentas (Hero)* in Silver Shadow.

Wolf Pirates: *Gunda the Guilty (Hero)*.

Aldryami: 3 in the Elder Wilds.

Ditali: *Greymane (Hero)*

Seshnegi: 2 in Esvurella, *Rikard (Hero)*.

Turn 39: Hero Wars 1675-1700 ST

Victory Points

Anti-Lunar Alliance: Heortlings, Animal Nomads.

If Rinliddi hold Silver Shadow Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Lunar Tarsh, Aramites, Aldryami.

Heortlings: *Annstad (Hero)*, Treat Praxian March as though they are nomads. Invasion Turn.

Rinliddi: Invasion Turn.

Lunar Tarsh: *Phargentas (Hero)*.

Pentans: Sheng Seleris (Superhero)* and 14 in Pent. Invasion Turn.

Pelandans: 3 in Pelanda.

Animal Nomads: *Jaldon (Hero)*.

Turn 40: The End 1700-1725 ST

If Rinliddi hold Silver Shadow Lunar Empire: Rinliddi, Char-Un, Praxians, Dara Happans, Veshtorgas, Lunar Tarsh, Aramites, Aldryami.

Final Victory Points.